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Thunder Clan

[image]

Description-

ThunderClan is a mainly peaceful Clan, respectful of the other Clans as well. In battle, ThunderClan is fierce, courageous, and loyal. They normally take in loners and kittypets into their Clan to either swell their ranks or because the cat is in need of help or shelter. For this, they are at times looked down upon by other Clans and thought of as weak. The Clan's main prey are mice, voles, squirrels, and the occasional rabbit, as well as birds such as starlings, magpies, wood pigeons, blackbirds, and thrushes. They have excellent stalking techniques, creeping across the forest floor. They have the sense to keep upwind of their prey in the thick bushes. ThunderClan cats are noted to be especially strong. They are the only Clan to bunch their hindquarters before leaping to catch their prey.

Founder-

Thunderstar

Current Leader-

Bramblestar

Camp-

At the bottom of an old cliff, this camp is very well protected. The walls around the camp are smooth, indicating Twolegs cut this place moons ago. The cliffs also help keep out the wind. A thorn barrier guards the camp; any cat that wants to come in has to get past. A ledge peeks out from the cliff. That is the Highledge where the leader speaks. A cave near the top is the leader's den. The apprentice's den is also a cave in the rocks while the warrior den is under a big thornbush. The medicine cat's den is another cave, but this time hidden by bramble tendrils. Like the previous camp, the

nursery is highly guarded, and under a big bramble thicket reinforced with thick roots woven together for protection. Lastly, the elder's den is in a hazel bush,and later rebuilt under the boughs of a beech tree and reinforced with honeysuckle.

"There is no Clan in the forest so true or so brave. I respect and admire the other Clans, but my heart is here, with ThunderClan- the Clan of heroes, the Clan of compassion, the Clan of destiny." - Firestar

River Clan

[image]

Description-

RiverClan is one of the five Clans and consider StarClan to be their warrior ancestors. They live on the reedy, pebbly plain near a river with very few trees. RiverClan cats are known for their amazing skill at fishing and love for water. They also love beautiful things, and are known to collect rocks, shells, and feathers to decorate their dens. They eat mainly fish, but they can also eat water voles, shrews, and mice. They are contented, sleek, well-fed cats with well-groomed fur. They are known to be clever and graceful but are perceived outside their Clan as being stubborn and lazy. Their long fur and glossy coats are an asset while swimming. RiverClan gets by in leaf-bare, because according to other Clans, they fatten themselves on fish during greenleaf in preparation for leaf-bare.RiverClan cats dislike adding birds to their fresh-kill pile. Sometimes other Clan cats call them "fish-faces", or "fish-breath". They are quite strong swimmers and move through the water as if they are part of it. Their lightning reflexes help them scoop fish from the bank. RiverClan cats often go well-fed, even during leaf-bare, and their sleek and handsome pelts are often something Twolegs are attracted to. Many Twolegs see this, and often take these cats to live in their homes, although RiverClan keeps quiet about it, as many of those cats do not come back.

Territory-

The camp is full of lush trees and streams full of fish. There is a main stream that joins a smaller one, and on that triangle of land, RiverClan's camp resides. In the camp, there is a nest of brambles which is where the nursery is. It is strongly reinforced. In other thickets are the elder's and leader's den. The medicine's den is behind a thorn bush and overhangs the stream. The earth was washed away, leaving a pool in the roots and a hole in the bank. This is essential for the medicine cat who can store his/her supplies

and get fresh water any time. There aren't as many shiny things as the old camp, but Twolegs often leave behind shiny things that the cats can use to decorate their nests. However, they have to be careful, as not all Twoleg things are safe for them.

Founder-

Riverstar

Current Leader-

Mistystar

"Nothing can stand against the force of water, just as nothing can defeat RiverClan warriors when we rise up together. But when trouble comes, RiverClan knows how to weave through the dangers, adapting to the changed world, just as the river flows around rocks and over waterfalls. We are grace. We are power. We are RiverClan."-Leopardstar

Wind Clan

[image]

Description-

WindClan cats are known for their love of open spaces. They live on open fields, or moorland, where they catch their main prey of hares and rabbits. Of all four Clans, they are the least used to wet ground, preferring the grassy ground of the moors, which they sleep on. They do not like to sleep in the shelter of dens because they prefer the fresh air. They are fiercely loyal and tough. They can also be nervous and quick to flee, due to lack of cover on the moor. In the old forest home, they took pride in being the closest Clan to the Moonstone, where the leaders and medicine cats went to share tongues with StarClan, and they often find themselves blessed to be the closest Clan to StarClan, both physically and spiritually since they do not live in an environment surrounded by trees or many shrubs that block their view of Silverpelt. They are considered the fastest of the Clan cats, and are considered to be the most quick witted amongst the other Clans. They are also the easiest to be offended and are the least likely to start battles between other Clans. The pelts of WindClan favor shades of gray and brown, perhaps as a natural outgrowth of the camouflage those colors provide. Of all the Clans, they have the deepest knowledge of Twolegs from seeing them on the farms that surround their territory.

Territory-

A giant boulder resides in the center of the camp. This is called the Tallrock, where the leader makes his speeches. A gorse bush against the rock is the nursery. In another boulder is the medicine cat's den. The leader, apprentices, warriors sleep in the center underneath the sky, although in bad weather, they retreat in burrows made by rabbits, foxes or badgers. There is an old badger set where the elders sleep.

Founder-

Windstar

Current Leader-

Onestar

"We are the closest Clan to StarClan, spiritually and physically, and we always know our warrior ancestors are watching over us. That is what makes us strong. No matter what trials we must endure, WindClan will last forever." -Tallstar

Shadow Clan

[image]

Description-

They have always seemed to be the "darker" Clan, with fierce, more disagreeable warriors. This dark reputation has been earned over the years by an unfortunate run of corrupted leaders, twisted minds, and bitter plots. They are proud, loyal, defensive, and slightly arrogant; often seem to be misunderstood and portrayed by the other Clans as battle-hungry, aggressive, ambitious, and greedy for more territory. It was often said when the Clans were in the forest, that the cold north wind of the mountains chilled the ShadowClan warriors' hearts. However, as Rock states in Cats of the Clans, ShadowClan have the smallest amount of territory and prey, which may justify their readiness to add anything to the fresh-kill pile. Even though their fierce warriors and hostile leaders earned ShadowClan its reputation, the leader Dawnstar led Firestar to believe ShadowClan were not always as unfair and cruel as they seem now. Their main prey are reptiles and amphibians, such as lizards and frogs. A secret food source is the carrionplace, though they are careful not to eat crow-food. ShadowClan cats hunt best at night, and are better than others at sneaking through undergrowth.

Territory-

The camp has a small pool nearby, so the cats don't have to go all the way to the bottom of the lake to fetch water for elders or for the medicine cats. The actual camp is in a tangle of brambles, with low-hanging branches all around and above it. These brambles and branches help protect against badgers and other big creatures. Many trees surround the camp, enabling cats to climb up them and see the antics of the Twolegs on water. From these trees, the cats can see all the Twolegs and their boats in the water. The entrance of the camp is through a thorn tunnel, and brambles. At the camp entrance is a large boulder, which cats have to slip past to enter the camp clearing. There is a clear progression of dens from one side of

the clearing to the other which are all in bramble thickets. The nursery is first, then the apprentices, then warriors, then the leader, and finally the elders at the end of the circle. This structure enables the kits and elders closest to the low-hanging branches and the warriors facing the entrance, if any kind of trouble. The medicine den is in a far corner, beyond the leader's den. It is a sandy, hollowed-out floor covered in dried pine needles. There, the branches aren't so bunched together, letting the medicine cats examine the skies for omens. Above the leader's den, there is a hazel branch that hangs over. This serves as a kind of vantage point for the leader to address his or her Clan.

Founder-

Shadowstar

Current Leader-

Rowanstar

"Few are welcome here, in our world of secrets and darkness. We are a Clan of cunning and cleverness, a Clan well suited to the shadows of the cold north wind. No other Clan can walk the paths of night like we do. Other Clans may be faster or stronger, but we are the most dangerous warriors: fierce, proud, and independent. We are ruthlessly willing to do what it takes to protect our great Clan. There won't be any softhearted alliances here! ShadowClan will always be the dark heart of the forest." -Blackstar

Herbs

[image]

Alder Bark- In boggy wet terrain. Eases toothaches.

Beech Leaves- Grows in almost any soil that is not waterlogged. It is used to carry other herbs.

Bindweed- Grows almost everywhere. Fastens sticks to broken legs to keep them in place.

Blackberry Leaves- Almost anywhere. Eases swelling of beestings.

Borage leaves- Grows best in forests. Produces better milk for queens and brings down fevers.

Broom- Grows in Thunder Clan's old territory. Used to make poultices for broken legs and wounds.

Burdock Root- Dry areas. Lessens and heals the pain of infected rat bites; used to prevent infection of rat bites.

Burnet- Found in dry grassy meadows. Is said to help stop minor bleeding on Twolegs. Keeps a cat's strength up. A traveling herb for long journeys.

Catchweed- Found in hedges or shrubby vegetation. Stops poultices from being rubbed off without hurting the skin.

Catmint- Rarely found in the wild; mostly found in Twoleg gardens. Best remedy for the deadly greencough, which kits and elders usually catch in the season of leaf-bare. Can also be used for white cough.

Celandine- Grows better on ThunderClan's territory, though it also grows on RiverClan's territory. Soothes damaged eyes.

Chamomile- Can be found in Twoleg gardens. Strengthens the heart and soothes the mind. Also given to traveling cats for strength.

Chervil-In the forest territories; found at Snakerocks For infected wounds and bellyache, respectively. Can also be used during kitting.

Chickweed- In the Forest Territories, it grew near Sunningrocks. Treats greencough, though catnip is often preferred.

Cob Nuts- In, under or near hazel trees that grow in sunny spots. Made into ointments.

Cobwebs- All around the forest. To soak up and stop (or slow) the bleeding. It may also be used to bind broken bones.

Coltsfoot- Grows by a waterfall in RiverClan's forest territory. It also grows well in ShadowClan's lake territory. Eases breathing or kitten-cough, as well as cracked or sore pads.

Comfrey Root- Damp, grassy places. Repairs broken bones or soothes wounds. Also used for wrenched claws. Can be used for itching or for inflammation on stiff joints. Also eases stiffness on wrenched shoulders when lined in a nest.

Daisy Leaf- Almost everywhere. Eases the pain of aching joints. It is also a travelling herb.

Dandelion- Almost everywhere. Thought to soothe and heal bee stings. Its leaves can also be chewed to act like a painkiller.

Dock- Doesn't grow well in mountains, best in leafy areas. Soothes scratches, though can sting when being applied. Soothes sore pads. If placed in nests, it can ease the pain of wounds.

Fennel- Found in numerous places, especially on dry soils near the sea/coast and on riverbanks. Helps pain in the hips.

Feverfew- Grows best along the water. Reduces body temperature for cats with fever or chills. Also heals aches and pains, especially good for headaches.

Goatweed- RiverClan territory. Eases anxiety and grief.

Goldenrod- Grows well on the WindClan moors. Good for healing

wounds.

Hawkweed- Unknown areas. Like catmint but not as strong.

Heather Nectar- Best grown in shady areas. Makes swallowing easier and sweetens mixtures.

Honey- In honeycombs or bees nests up in trees. Soothes infections, is a great remedy for smoke-damaged or sore throats, helps cats swallow other concoctions, helps soothe coughing, and gives energy.

Horsetail- Any marshy area. Treats infections and stops bleeding.

Ivy Leaf- Grows in the ThunderClan medicine den. Helps store other herbs.

Juniper Berries- Grows in places that are not wet. Soothes bellyaches, gives strength, and helps troubled breathing. It is also used to help calm cats.

Lamb's Ear- Commonly found in the mountains. Gives a cat strength.

Lavender- Grown in Twoleg gardens. Can also be found in sunny spots with sandy or gravelly soil. Cures fever and chills.Also a herb used to hide the scent of death.

Mallow Leaves- Grows best near shore, but best collected at sunhigh, when they are dry. Soothes bellyache.

Marigold- Near water. Stops infection. Stops bleeding. Used for inflammation of stiff joints.

Mint- Patch beside ThunderClan nursery in the Forest Territories. Hides the scent of death.

Mouse Bile- Can be found anywhere there are mice present. Liquid stored in moss and placed on elders so ticks fall off.

Dried Oak Leaf- All over the forest floor and collected in leaf-fall. Stops infection from setting in.

Parsley- Grows best in moist, well drained soil, with full sun. Stops a queen from producing milk if her kits die, don't need milk anymore, or are producing too much milk. Also used to cure bellyache.

Poppy Seeds- All over forest. They can help a cat sleep, soothe shock or distress, or ease pain. Not recommended for nursing queens.

Ragwort Leaves- Almost everywhere, especially in cool areas with high rainfall. Treats aching joints and keeps a cat's strength up.

Ragweed- Thought to be commonly found in the mountains. Like lamb's ear, ragweed gives a cat extra strength and energy.

Raspberry Leaves- Found on raspberry bushes. Could possibly ease pain, or stop bleeding

Rosemary- Near the ThunderClan warriors' den in the forest territory. Hides the scent of death.

Rush- Often grows in infertile soils in a wide range of moisture conditions. Helps hold a broken limb in place, such as casts for Twolegs.

Snakeroot- Grows mainly in warmer areas, however some grow in cooler areas. Thought to heal poison.

Sorrel- Can be found near Twoleg nests. Traveling herb, can also build up appetite.

Stick- Can be found anywhere there are trees. Distracts cats from pain. Recommended for queens giving birth.

Stinging Nettle- All over the forest Induces vomiting, or brings down swelling, respectively. Can be mixed with comfrey to help heal broken bones. Helps with wounds. Chewing the stems helps fight against infection. (The seeds are chewed to make a cat vomit)

Sweet-sedge- Grows all through leaf-bare. Most common around the RiverClan camp. Eases infection.

Tansy- Found in the forest and near Twoleg places. Cures coughs. Can be used to cure wounds and poisons. Stops cats from getting greencough. Soothes throats.

Tormentill- Found in most cool or cold areas, but other types may be found in gardens. Its root is good for treating all wounds and extracting poison.

Thyme- Best in hot, sunny locations. Calms nervousness, anxiety, and cats who are in shock.

Traveling Herbs- It is made with other traveling herbs, wrapped up with leaves. Used to give a cat more energy and strength, and it keeps the cat from getting hungry for a long time.

Watermint- Usually found in streams or damp earth. Eases the suffering that originates from a bellyache.

Wild Garlic- Not far from the forest entrance in the ThunderClan camp. Prevents infection, especially rat bites.

Willow Bark- Grows near Twoleg places. Eases pain.

Willow Leaves- Grows on willow trees. Stops vomiting.

Wintergreen- Oak-pine woods and sandy habitats to sub-alpine places. Treats wounds and some poisons.

Yarrow- Snakerocks, in the Forest Territories. Extracts poison from wounds. Will make a cat vomit up toxins. The ointment will soften and help heal cracked pads.

WARNING! THE NEXT HERBS ARE POISONS!

Deathberries- The ravine in the ThunderClan forest territory. Kills a cat within minutes when consumed.

Foxglove Seeds- Almost everywhere, especially in temperate regions. They can easily cause paralysis and heart failure.

Holly Berries- Grows in forests. Are not as dangerous as Deathberries yet are a danger to kits.

Deadly Nightshade- Moist, shady places. Often grows in places where the soils are rich in limestone. It is poisonous and is used to kill a cat who cannot be saved quickly.

Water Hemlock- Wet, marshy areas. Causes writhing, pain, and foaming at the mouth.

Apprentice Ceremony

[image]

When a kit turns six moons old, they are ready to become an apprentice. Until this time, their name ends with the "-kit" suffix. When a kit becomes an apprentice, their name is changed so that the suffix of their name becomes "-paw", showing the path their paws are on.

The Clan Leader calls a Clan Meeting to appoint a new apprentice and assign a mentor to them. The following words are used, by tradition:

Leader: (Kit), you have reached the age of six moons, and it is time for you to be apprenticed. From this day on, until you receive your warrior name, you will be known as (new name, ending with "paw"). Your mentor will be (name of warrior or medicine cat). I hope (name of warrior or medicine cat) will pass down all he/she knows on to you.

The leader calls up the warrior he/she has chosen as a mentor.

Leader: (Warrior), you are ready to take on an apprentice. You had received excellent training from (former mentor), and you have shown yourself to be (quality) and (quality). You will be the mentor of (apprentice), and I expect you to pass on all you know to (apprentice).

The mentor touches noses with the apprentice, and the Clan greets the new apprentice by calling out their name. After this, the apprentice will usually go greet their family, or go see to their mentor.

Medicine Cat Apprentice Ceremony

[image]

The leader calls a Clan meeting, after the Clan's medicine cat announces that they wish to mentor an apprentice. The following words are used, by tradition:

Medicine Cat: Cats of (Clan), as you know, I will not be around forever. So it's time I took an apprentice. I have chosen a cat who has shown (virtues). Your next medicine cat will be (apprentice).

Leader: (Apprentice), do you accept the post of apprentice to (medicine cat)?

Apprentice: I do.

Medicine Cat: Then at the half-moon, you must travel to the Moonstone/Moonpool to be accepted by StarClan before the other medicine cats.

Leader: The good wishes of all (Clan) will go with you.

The mentor touches noses with the apprentice, and the Clan greets the new apprentice.

When introducing a medicine cat apprentice to the moonstone/ moonpool:

At the next half moon, the medicine cat goes with the apprentice to the Clans' sacred place to present them to the warrior ancestors, where the apprentice confirms their wish to be a medicine cat. The following words are used, by tradition:

Medicine Cat: (Apprentice), is it your wish to enter the mysteries of StarClan as a medicine cat?

Apprentice: It is.

Medicine Cat: Then come forward.

Medicine Cat: Warriors of StarClan, I present you with this apprentice. (He/she) has chosen the path of a medicine cat. Grant (him/her) your wisdom and insight so that (he/she) may understand your ways and heal (his/her) Clan in accordance with your will.

The medicine cat apprentice touches his/her nose to the Moonstone or drinks from the Moonpool. Then the medicine cat and the apprentice lay down and have a dream from StarClan.

Warrior Ceremony

[image]

An apprenticeship usually lasts six moons or more. Once the mentor is satisfied with the apprentice's progress and skills, they recommend them to the leader of the Clan. Then, the apprentice must pass an assessment, when their abilities as a warrior are checked. In cases when the apprentice has just made an important contribution to the Clan, the leader may decide that there is no need for an assessment (i.e. Firepaw after saving the kits, Brackenpaw after fighting courageously in a battle, or Thistlepaw after fighting a dog).

If the Clan Leader is satisfied, they call a Clan Meeting and call the apprentice. The following words are used, by tradition:

Leader: I, (Leader), leader of (Clan), call upon my warrior ancestors to look down on this apprentice. (He/she) has trained hard to understand the ways of your noble code, and I commend (him/her) to you as a warrior in (his/her) turn.

Leader: (Apprentice), do you promise to uphold the warrior code and to protect and defend your Clan, even at the cost of your life?

Apprentice: I do.

Leader: Then by the powers of StarClan, I give you your warrior name. (Apprentice), from this moment you will be known as (new warrior name). StarClan honors your (virtues), and we welcome you as a full warrior of (Clan).

The leader rests their muzzle on the apprentice's head, and the apprentice licks the leader's shoulder. The rest of the Clan then greets the new warrior by calling them by their new name. The warrior will sit a silent vigil guarding the camp that night, except if that is not possible (such as Squirrelflight's ceremony, when the Clan did not have a camp, and the task of exploring the lake was assigned).

Deputy Ceremony

[image]

A Deputy Ceremony is when a Clan Leader names the Clan's new deputy. This happens when the previous deputy dies, retires, is exiled, or is promoted to leader. According to the Warrior Code, a new deputy must be appointed before moonhigh that day.

Leader: I say these words before StarClan, so that the spirits of our warrior ancestors (or former deputy name) may hear and approve of my choice. The new deputy of (Clan) is (warrior's name).

Occasionally, a Clan leader does not announce the new deputy before moonhigh. This can be because: they are physically or emotionally unwell, or they are unsure whether the previous deputy is alive. If the ceremony is not performed in time, it is sometimes seen as a bad omen (i.e. when Fireheart was made a deputy late because Bluestar was ill).

Medicine Cat Ceremony

[image]

A medicine cat ceremony is a ceremony in which a medicine cat apprentice finally gets their well earned medicine cat name, because their mentor approves of their work.

Apprenticeship for medicine cats usually lasts much longer than those for warriors. The cat must learn about all available herbs and remedies, and the treatment of diseases and injuries.

Once the Clan's medicine cat is satisfied with the apprentice's knowledge, they go to the Clans' sacred place (such as the Moonstone or Moonpool). This is the only ceremony that is not performed by the Leader. The following words are used, by tradition:

Medicine Cat: I, (name), medicine cat of __Clan, call upon my warrior ancestors to look down on this apprentice. (He/she) has trained hard to understand the ways of a medicine cat, and with your help (he/she) will serve (his/her) Clan for many moons.

Medicine Cat: __paw, do you promise to uphold the ways of a medicine cat, to stand apart from rivalry between Clan and Clan and to protect all cats equally, even at the cost of your life?

Apprentice: I do.

Medicine Cat: Then by the powers of StarClan I give you your true name as a medicine cat. __paw, from this moment you will be known as (new name). StarClan honors your (virtues), and we welcome you as a full medicine cat of (Clan).

The medicine cat rests their muzzle on the apprentice's head, and they lick the mentor's shoulder. The other medicine cats greet them by their new name.

Leader Ceremony

[image]

A leadership ceremony is the ceremony in which, when the leader dies or retires, the deputy receives their nine lives and their leader name with the suffix -star.

The new leader goes to the Moonstone (or Moonpool) with the Clan's medicine cat. After touching the stone (or drinking from the pool), the new leader cannot move for a short period of time, because their old life is being ripped away so they can receive nine new ones. Upon awakening, cats of StarClan come down from Silverpelt. Nine cats, normally ones who were significant during the new leader's life, although this is not always the case, give them their nine lives with these words:

Life-Giver: (Touches nose to the top of the new leader's head) With this life I give you (gift). Use it well (to, in, as, for, etc.) (use of gift).

When all of the lives have been given, the previous leader says these words:

Previous Leader: I hail you by your new name, ___star. Your old life is no more. You have now received the nine lives of a leader, and StarClan grants you the guardianship of __Clan. Defend it well; care for young and old; honor your ancestors and the traditions of the warrior code; live each life with pride and dignity.

Just as the forest-cats would call a warrior by their new name, the StarClan cats acclaim the new leader. After the ceremony, the new leader is not allowed to tell any cat what happened during the ceremony.

Getting nine lives does not necessarily mean that a leader will live longer, but they can survive certain accidents or injuries that would claim the life of a cat. However, they cannot survive if they have major injuries such as the injuries Scourge gave Tigerstar. If a

leader does not lose a life, they will die of old age nine times.

If a leader no longer wishes to be the leader, they must go to the Moonstone/Moonpool to revoke all but one life, so their deputy may have their full nine lives. Sunstar only had eight lives because Pinestar never officially retired at the Moonstone.

Elder Ceremony

[image]

An Elder Ceremony is a ceremony performed when a Clan cat feels as if they cannot serve their Clan anymore, whether it's through aging, illness, or injury.

An aging warrior, queen, or medicine cat may retire as an elder due to own initiative, when they feel they cannot help the Clan efficiently any more (such as Mousefur or Speckletail). A cat may also retire if they are hindered from serving their Clan through old age (such as Poppydawn), illness (Tawnyspots), or injury (Stonepelt).They report this to the Clan Leader, who calls a Clan Meeting and addresses the warrior.

Leader: (Warrior), is it your wish to give up the name of a warrior and go to join the elders?

Warrior: It is.

Leader: Your Clan honors you and all the service you have given to us. I call upon StarClan to give you many moons of rest.

The Clan will call out the retired warrior's name and then they will go to the elder's den. An elder may receive a completely different name, with a different ceremony, than keeping their warrior name; in ThunderClan, there were the elders Halftail and One-eye, who originally had different warrior names. This ceremony is also used for other reasons, such as changing Lostface's name to Brightheart.

Usually, an elder ceremony is held only when a cat retires due to old age. If they are forced to retire because of a severe injury (such as Longtail or Stonepelt), there is no ceremony.

Name Changing Ceremony

[image]

A name changing ceremony is a ceremony that takes place when a Clan Leader decides to give a Clan cat a new name. This is usually done when the cat's old name does not suit them anymore, or because of an injury.

The leader calls a Clan Meeting, and performs the change with the following words:

"Spirits of StarClan, you know every cat by name. I ask you now to take away the name from the cat you see before you, for it no longer stands for what he/she is. By my authority as Clan leader, and with the approval of our warrior ancestors, I give this cat a new name. From this moment on he/she will be known as (new name), for (description of the reason)."

Vigil

[image]

A vigil is when a cat chooses to stay awake for the night, this being required by a ceremony or tradition (as opposed to staying awake for guard duty).

Warrior Ceremony-

Newly appointed warriors are required to stay awake for the entire night after they received their warrior name, as decreed by the Warrior Code. They guard the camp in silence, while the other Clan members have a good rest. In some cases, this rule cannot be adhered to, and the warrior receives another task. For example, when Squirrelflight becomes a warrior, there is no Clan camp to guard, so she receives the task to explore the lake with other warriors instead of the vigil.

For the Dead-

If a Clan cat dies, their body is taken to the center of the camp, and several of their Clanmates, usually the cat's family members, close friends, and mentor/apprentice sit vigil for them through the night, sharing tongues for the last time before the elders bury the cat in the morning. There can also be vigils for cats without bodies and suspected dead, like ThunderClan did when they suspected that Graystripe died or when Ravenpaw supposedly died. There is no burial, but the cats still sit vigil. Outside of the Clans, some cats have been noted to sit vigils for the deceased out of superstition, believing that those that fall asleep in lieu of sitting vigil will be the next to die.

Sky Clan

[image]

Description-

Modern SkyClan is a Clan of cats with strongly built hind legs which allow them to jump great heights or distances inherited from their ancestors, ancient SkyClan. They have rough, hard gray pads which help them to jump and walk long distances on hard, rough surfaces without breaking skin, which makes them infected. This feature allows them to climb and hunt in the trees, hence the name SkyClan. They are very powerful cats, who are a bit like ThunderClan, eating mainly squirrels, mice, and many kinds of birds.

Territory-

Ancient SkyClan lived in the area in which there are now Twolegplaces and the Treecut Place. Their territory lay downriver from ThunderClan. It consists of mainly oaks. Their territory was destroyed a long time ago, and little is known about it. Their camp was in a hollow, and a Twoleg Nest was built on it, where now the kittypet Smudge lives. Surrounded by deep banks of fern and bramble, the entrance is through a gap in the brambles. The warriors den is under a bramble bush and the elders den lies in gap in the ferns. The vantage point for the leader was a branch on a thorn tree, and the fresh-kill pile was under an elderflower bush. The apprentice's den was under some ferns, and the nursery lies under a holly bush.

Founder-

Skystar

Current Leader-

Leafstar

"It was clear that, no matter where SkyClan found its warriors, this was a well-trained and deeply loyal Clan."-Narrator

Star Clan

Once a cat reaches StarClan, they learn all about the territories, including the story of SkyClan. Cats in StarClan are restored to the age in which they were happiest, for example, Yellowfang is old, because she was happiest at the end of her life, when she was in ThunderClan and Bluestar is young, because she was happiest at the peak of her youth. They also do not age in StarClan. Cats who die keep their name at the highest rank they had or would have achieved; Smallkit, for example, becomes Smallstar, as had he survived longer he would have become leader.

There is always plenty of prey, so hunting is easy, and cats have no defined tasks (such as hunting and training). They are free to do as they please, they are allowed to, so they are mostly content, except when seeing living cats suffer.

StarClan has no hierarchy, and there is no defined leader or deputy and cats respect each other in StarClan, although cats respect those who were their leaders or mentors in the living world.

Once a StarClan cat ceases to be remembered by any living or dead cats, they will slowly seem to appear as the faintest star and will live their life in StarClan peacefully and alone. Usually, they do not send dreams to any living cats except on special occasions.

Sorry wattpad wouldn't let me put a pic- Ryoko

Tribe of Rushing Water

Description-

The Tribe of Rushing Water is a group of mountain cats. Tribe Cats are mostly smaller and leaner than Clan cats, and smear their fur with mud to camouflage with the rocks. It also helps them to keep warm at higher altitudes, and can be a coating. Their camp is located at the end of a rocky path that leads behind the waterfall, screening them from the outside. The cave, which burrows under the mountain, is as wide as the waterfall, and has narrow passages that lead off on either side. One passage goes to the Cave of the Pointed Stones, and the other goes to the nursery. On either side of the cave floor, there are indents, padded with eagle or heron feathers, that the Tribe cats sleep in. The herbs and healing techniques that the healer uses are different than that of the Clans.

Territory-

It should be noted that the Tribe had no scent markers bordering their territory, because no other cat would want their hunting grounds, as they used to own all the land on the mountains. However, in Outcast, intruders started to trespass on their territories, and this rule was changed.

Founder-

Jay's Wing

Current Leader-

Teller of Pointed Stones

Tribe of Endless Hunting

Description-

The ancestral spirits that make up the Tribe of Endless Hunting are similar to those that make up StarClan. However, instead of being born of the four forest Clans they are born of the mountain Tribe. The spirits of the Tribe of Endless Hunting use the Cave of Pointed Stones as the primary conduit by which they communicate with their earthly counterparts. A passage in the books suggests that the Tribe of Endless Hunting does not communicate with the Tribe of Rushing Water through dreams but instead only uses omens to transmit their messages.

Territory-

Same as Star Clan without sacred landmarks like Four Trees or Snakerocks.

Place of No Stars or Dark Forest

Description-

There is no prey and cats can feel no hunger. Instead of walking the skies with friends and family, like in StarClan, cats here are banished to walk through the forest in solitude, though Tigerstar seems to have found a way to overcome this. Much like in StarClan, cats of the Place of No Stars who are forgotten by all living cats fade away to little more than ghostlike spirits, who haunt the Dark Forest.

Founder-

Tigerstar

Territory-

The Dark Forest is a dark, shadowy forest with lots of tall, dank, gray trees. It is mentioned to be a dull, vast empty place—the complete opposite of StarClan's hunting grounds, which are warm and sunny. The air is cold, thick, foggy and damp and it has an echoing silence. The Dark Forest also has a black and starless sky, and the trees are so tall, you can't see anything above them, allowing no light whatsoever to reach it. Mist is mentioned to wreathe the thick, sticky, bare forest floor. It has a sluggish river, its waters dark and lifeless with no stepping stones or fallen trees to be used to cross it, and around the river is sucking mud. Fungus sickly glows on trees, and there is no grass.

Blood Clan

Description-

BloodClan is not an official Clan, but more of a loosely organized group of hostile alley cats who live together in Twolegplace for mutual protection from Twolegs. They mostly feed on Twoleg trash. Live prey is scarce, except for the occasional rat. Their leader is Scourge (formerly named Tiny), a small black cat with one white paw, icy blue eyes, and an eerie, high-pitched voice that sounds like the splintering of ice. They don't have an "official" deputy, but the cat closest to Scourge is a muscular black and white tom with green eyes named Bone. He does most of Scourge's dirty work, and keeps the other cats of BloodClan in line by force. The highest ranked cats in BloodClan attach dog teeth to their claws to look threatening to other cats and to make their blows more effective while fighting. They do not have a medicine cat, and the elders, queens, and kits are never cared for; if a cat can't hunt for itself, then that cat will die.

Territory-

BloodClan lives in Twolegplace, where the ground is hard, there are many loud, frightening noises, and the stench of Twolegs and their monsters fills the air. To Clan cats, such as Tigerstar, who are completely used to the forest, walking through the dirty alleys in Twolegplace is like being deaf, blind, and lame. In the town where BloodClan lives, there are many, many, cats, and live prey is scarce. Near the Twolegplace where BloodClan lives, there is a Thunderpath, and a park.

Founder-

Scourge

Current Leader-

Ice and Snake

"Look around you! These cats are bathed in blood. It soaks their fur and laps at their paws. This is why we survive! We are BLOOD CLAN!"- Scourge

Kittypet

Kittypets are looked after and pampered by Twolegs. They are plump, sometimes fat, and well-fed because Twolegs feed them several times daily with dry, tasteless pellets that look like rabbit droppings and soft slop, according to Clan cats. They are soft-muscled and know very little about the arts of fighting and hunting (with notable exceptions). At a certain age, they are taken to be neutered or spayed by the veterinarian, who is otherwise known to the Clan cats as the Cutter. After this visit, they usually become lazy and have no desire to do much.

The life of a kittypet is scorned by Clan cats, and it is against the Warrior Code for a warrior to become a kittypet, as the code says to reject the soft life of one.

Loner

Loners often stake a claim on an area around Clan territory. These places are often near Twolegs, such as on farms, abandoned homes, barns, or any sheltered area. They tend to keep to themselves and stay off Clan territories, and are known more for their independence and friendliness. Some Clan members find them untrustworthy, but others befriend loners on the off chance that they might be useful allies in the future. Even though most Clan members find them inferior to Clanborns, all Clan cats are descended from five loners: Thunder, Shadow, River, Wind, and Sky, who were the original leaders of the Clans.

Rogue

In the Clans' point of view, rogues are usually depicted and thought of as being selfish and aggressive. They do not respect the warrior code or the cats who follow it, unlike loners. Cats who are banished from their Clan usually live as rogues. They occasionally trespass on Clan territory to steal prey, but if a patrol finds them, they will chase him or her back over the border. Even when they live in a band, they aren't afraid to turn on each other. They are very violent and are known to not have any qualms about attacking elderly and very young cats. They sometimes kill without having a good reason. Rogues have also abandoned their kits in the past. Sometimes a group of rogues may raid a Clan, such as when Tigerclaw led a group of exiled cats and had them attack the ThunderClan camp, or when a group of rogues attacked the Tribe of Rushing Water.